

Puppy Park

A tile-laying game for 2 to 4 players by
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INTRODUCTION

Let's walk the dogs in the park. Hopefully they'll make some new friends!

In Puppy Park, players take turns placing dogs next to each other. If you place them so the breeds match they will become friends and you can bring more dogs to the park. The first player with no more dogs at home wins the game (and gets the bone!).

EQUIPMENT

Base game (2 players): 28 dual-hexagon tiles (with all possible combinations of 7 breeds of puppies), 2 dog houses, 1 bone, carrying case.

Expansion (2–4 players): 8 additional tiles (with a new breed: shiba inu), 2 more dog houses, 4 tree-poop tiles.

HOW TO PLAY (BASE GAME)

Although it is intended for 2 players, up to 4 players can play the base game¹.

Randomly and evenly distribute all tiles among the players. In a 3-player game, one tile will remain. Place it in the centre of the playing surface.

Set the bone aside. This is the prize for winning!

Place your tiles face up before you so everyone can see them.

In a 2-player game, each player takes a dog house.

The winner of the previous game starts. If this is the first game, determine the starting player by any peaceful means (such as owner of the cutest dog).

In a 2- or 4-player game, the first player places a tile in the centre of the playing surface and passes the turn to the next player.



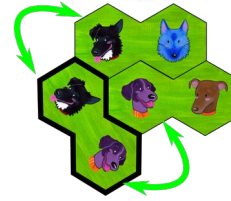
Opening example

From now on, players take turns clockwise. All tiles must be placed so they fit in an imaginary hexagonal grid extending from the starting tile.

¹ The games will be a bit short, though. That's why there is an expansion.

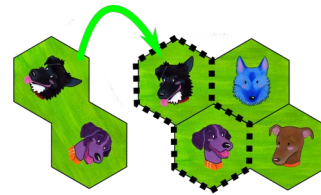
On your turn, do only **one** of the following:

a) Place a tile directly on the playing surface, **adjacent** to at least one tile in play, **creating two pairs** of dogs of the same breed. Then take an **extra** turn.

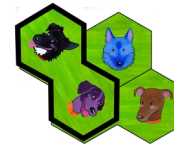


Example of two pairs

b) Place a tile **atop** other tiles so that each dog of the new tile matches the dog it's covering². Then take an **extra** turn.



Example of placing a tile atop other dogs so they match...



...fully covering the two dogs underneath.

Creating two pairs or stacking dogs gives you extra turns, and extra turns win the game!

c) Place a tile directly on the playing surface, adjacent to at least one tile in play, but **not creating two pairs** of dogs of the same breed³. Optionally (and only in 2-player games⁴), you can place your **dog house**⁵ atop any visible dog in play, so that it naps and is no longer available for pairing. Then **pass** the turn to the next player.



Examples of valid placements that don't trigger an extra turn

The first player to get rid of all their tiles **wins the game** and gets the bone.

² Higher levels can be reached as a result of placing tiles atop other tiles. But tiles must lie flat, supported by tiles underneath (no overhangs).

³ One pair is not enough to get an extra turn.

⁴ As there are only 2 dog houses in the base game.

⁵ Note that you can only do this once per game.

HOW TO PLAY (EXPANSION)

There are several ways to play with the expansion. You can include any or all of the additions below:

- **Dog houses for 3–4 players:** Now each player gets a dog house. They're used the same way as in a 2-player game.

- **Extra tiles:** Add them to the 28 original ones for a pool of 36 tiles. In a 3-player game, there will no longer be a remaining tile, so the first player places the centre tile.

- **Tree-poop tiles:** Each player gets a tree-poop tile at the start. This gives you a fifth option on your turn:

e) Place it directly on the playing surface, adjacent to at least one tile in play, then **pass** the turn to the next player; however, if you were the first player to play one, you also must declare "poop rules!" or "tree rules!" to set the rule for **every** tree-poop tile for the rest of the game:

- **Poop rules:** It's **forbidden** to place a **dog** next to a poop⁶.

- **Tree rules:** It's **mandatory** to place **at least one** dog adjacent to a tree on your turn if possible (placing them atop matching dogs if necessary — a dog's just gotta have a tree to pee on!).

Note: Neither poop rules nor tree rules affect the placement of tree-poop tiles.



The tree-poop tile

⁶ Some dogs actually love poop, but that's not the case in this park.

BONUS GAME: DOMIDOG

Dömidög

This game plays like dominoes but with a twist. You can play it first, as it is simpler, to get used to the tiles.

For 2 players, use 28 tiles (all except the shiba inu tiles) or 36.

For 3-4 players, use all 36 tiles.

The tree-poop tiles are not used in this game.

Shuffle all the tiles facing down and deal 8 tiles to each player. Players keep the tiles in hand so the others can't see them. Optionally you can play with tiles facing up on the table.

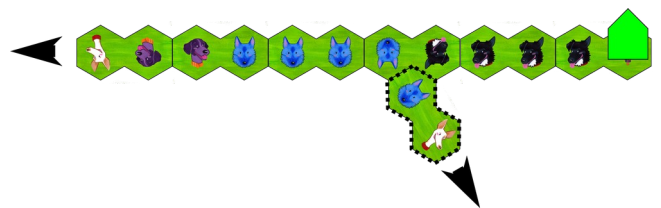
Each player takes a dog house.

The player with the blue-blue dog tile starts by placing it on the table. If nobody has this tile determine the starting player by any peaceful means, but the first tile placed must be a double.

Players take turns clockwise placing **one** tile on either side of the chain so that the dogs match, like in Dominoes. Exception: Tiles with 2 equal dogs are not placed perpendicularly (see example below). If the player can't play a legal tile she must draw tiles from the supply (if any) one by one until she can play legally.

Once per game for each player, instead of playing normally, a player **can** 'fork' the chain as follows:

1. Place your dog house on either end of the chain, thus blocking it.
2. Place a tile adjacent to any other tile of the chain so the dogs match, therefore forking the chain (and creating a new end).
3. Draw a tile from the supply if any (don't forget this!).



The first player to get rid of all their tiles **wins the game** and gets the bone.

BONUS GAME: SECRET MISSION

Secret Mission

Secret Mission is the implementation of **Hexdominimum** for the Puppy Park set, by the same designer.

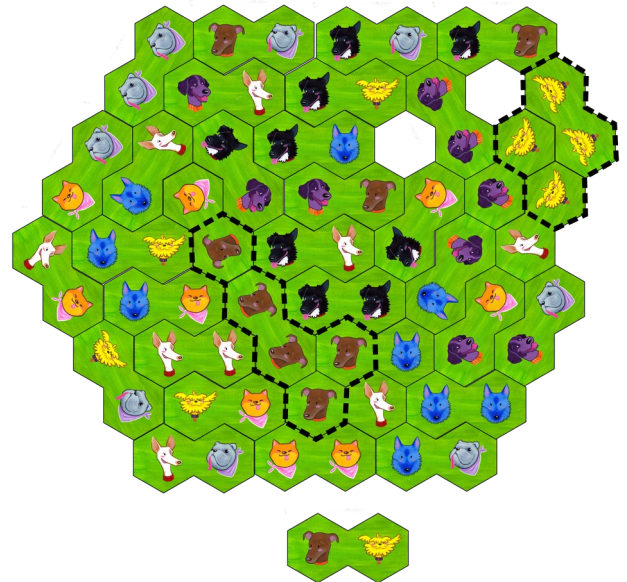
Up to 4 players can play. It can be played with or without the expansion, although the dog houses and tree-poop tiles are not used.

To set up, shuffle the tiles face-down on the table. Each player then draws a tile without showing it to the other players, looks at it, then keeps it before them facing down so the other players **can't** see it. If both dogs are the same (i.e. it is a double tile) then discard the tile to the supply and re-draw until you get a tile with two different dogs; then reshuffle the supply. This is your "*mission tile*". Each player then draws a second tile; this is your "*playing tile*".

The first player places her *playing tile* on the table face-up. Then, starting with the second player, players take turns in anticlockwise order, placing their *playing tile* on the table adjacent to at least one placed tile so that the tiles fit into an imaginary hexagonal grid, then drawing a new *playing tile* from the supply (if possible). The dogs of adjacent tiles don't need to match.

The game ends when the last tile has been placed on the table, and each player then calculates her score. For each of the two dogs on your *mission tile*, find the largest contiguous, connected group of that dog. Count the number of dogs in that group. Once you have counted the largest group for each of your two dogs, multiply these two values to determine your score.

The player with the **lowest** score wins. In case of a tie, the tied player who played her final tile first wins.



Example: Anna's secret mission is the brown-yellow tile. The biggest brown group has 5 dogs and the biggest yellow group has 4 dogs. Anna's score is $5 \times 4 = 20$.